Hidden secrets revealed!

The Super Mario Bros. Movie Strategy Guidebook

Introduction

The Super Mario Bros. Movie contains many secrets from Super Mario games and larger Nintendo history.

This guide is here to help you identify some of its coolest winks and nods!

As you watch The Super Mario Bros. Movie, use this guide to spot its many hidden references.

Good luck!

© Nintendo

An All-Star Cast

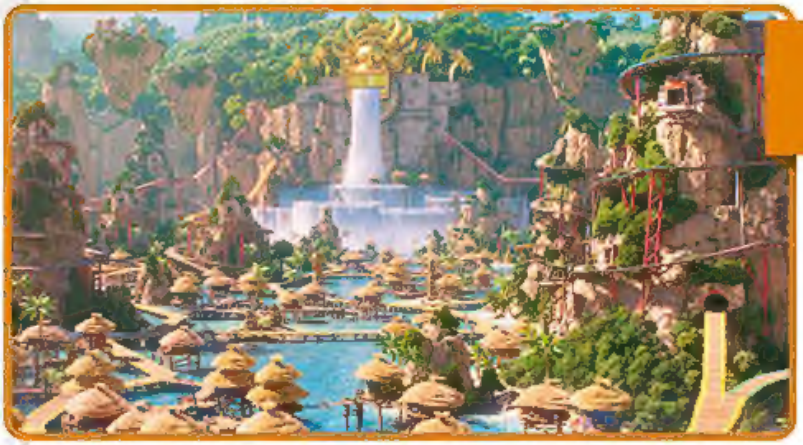
Important Locations

Brooklyn

A borough of New York where Mario and Luigi run their new plumbing company and live with their family.

The Mushroom Kingdom

A vibrant and peaceful place, home to Princess Peach. Toads live and work in the castle and its surrounding town.



The Jungle Kingdom

A tropical domain where Donkey Kong lives with his friends. Many fierce Kong soldiers keep its lands safe.

Elsewhere...

Flying Mario And Luigi

The very first commercial for Super Mario Bros. Plumbing features Mario and Luigi soaring through the sky in bright yellow capes. They look just like Cape Mario and Cape Luigi from Super Mario World!

Cape Mario

An item called the Cape Feather appears in the game Super Mario World, originally released for the Super Nintendo Entertainment System. When you pick one up, Mario transforms into Cape Mario, with a dashing yellow cape! Jump after a running start to launch into the air. At the highest point, you can grab the corners of the cape and glide forward.

Bonus

You can do more than fly with the Cape Feather – you can also dive into the ground to shake the floor and knock out surrounding enemies!

Memory Lanes

In another moment from the commercial for Super Mario Bros. Plumbing, a map shows two different streets, Hanfuda Avenue (a transformation of the word "hanafuda") and 1889th Street. Their names call back to a special history: Nintendo was founded in 1889, and its founding business was manufacturing Hanafuda cards!

Hanafuda History

Nintendo started out manufacturing Hanafuda cards before eventually creating and selling a variety of entertainment products like toys and physical games. While the company now focusses on video games and video game systems, it also still sells Hanafuda cards. There's even a Mario-themed set which combines traditional designs with Mario characters!

Bonus

Hanafuda cards feature elegant art of flowers and plants from each month of the year, like pine for January, plum for February, and cherry blossoms for March. They comprise a total of 48 cards, with four varieties for each of the 12 months.

A Curious Arcade Cabinet

There's an arcade game called "Jump Man" in the back of Mario and Luigi's favourite pizza shop. If you look closely, you'll see it's styled like real-world Donkey Kong arcade cabinets! But...who is "Jumpman"?

Jumpman

Mario first appeared in the 1981 arcade game Donkey Kong, and he already featured his famous red hat, moustache and overalls...but not the name Mario! Instead, he was referred to as Jumpman, due to his ability to jump over obstacles like rolling barrels.

Bonus

Jumpman from Donkey Kong was renamed Rescue Man in Japan's 1982 Game & Watch version, then renamed Mario in the 1983 arcade game simply titled Mario Bros.

The Bros.' Former Boss

Mario and Luigi's former boss is a bearded bully named Spike. He owns his own business named Wrecking Crew, and proudly displays its logo on his hat and van. Wrecking Crew is actually the name of an early Mario game that featured Spike as an enemy character!

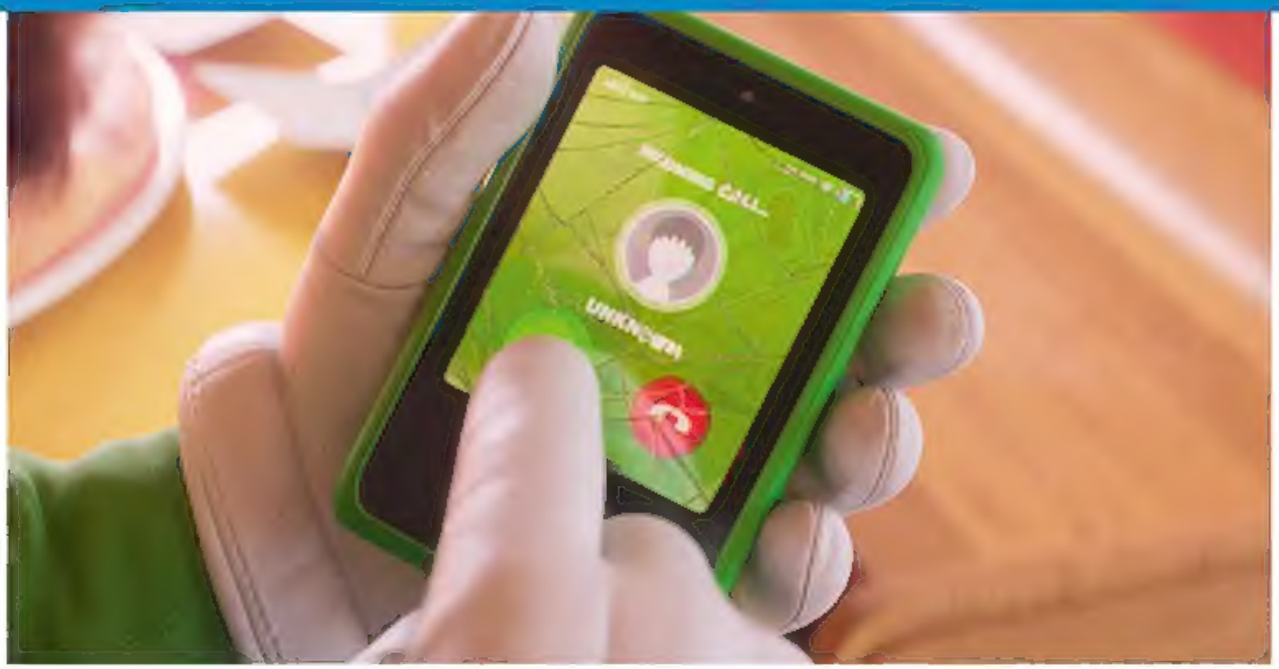
Wrecking Crew

This title was first released for the Nintendo Entertainment System in 1985. Mario and Luigi star as demolition workers who must destroy walls in each stage, and Spike appears as an enemy who tries to thwart their progress! His bushy beard is just as impressive in pixelated form.

Bonus

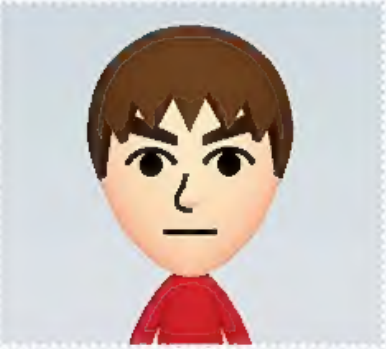
Mario and Luigi worked as demolition workers who smashed down walls with hammers in their past, but now they're happily pursuing a trade as plumbers.

Incoming Call From...Mii?



While Mario and Luigi are at their favourite pizza place, Luigi receives a call that turns out to be their first customer. If you look closely at his phone, you'll see the call came from a familiar form: a Mii character, as featured in many Nintendo products and services!

Mii characters



A Mii is a unique character you create yourself. Select a face shape, then adjust certain features to make them stand out. Mii characters also allow you to play as yourself in compatible games!

Bonus

Nintendo 3DS featured a camera that could automatically generate a Mii just by taking a photo of your face.

A Fast Food Finish

In the scene where Mario and Luigi race toward their first customer on foot, they pass through a construction site and exit near a sign for a hamburger restaurant – one that looks like a fortress from the original Super Mario Bros. game! Mario even slides down the sign's pole, just like he does when clearing a course.

Goal Poles and Fortresses

In Super Mario Bros., you'll end each regular course near a Goal Pole and a fortress. Clear the course by jumping onto the Goal Pole. If you grab it at a great enough height, you'll receive a bonus score anywhere from 200 to 5,000 points!

Bonus

If the last digit of your remaining time is 1, 3, or 6 when you reach the Goal Pole in Super Mario Bros., you'll get to see a quick celebration with that number of fireworks! Each burst adds 500 points to your score, so six fireworks will earn you a whopping 3,000 points!

A Cool Cameo

There's a sign for an ice cream shop on one of Brooklyn's street corners, featuring an illustration of a polar bear wearing sunglasses and snazzy red trunks. It's the polar bear that appears in the classic Ice Climber game!

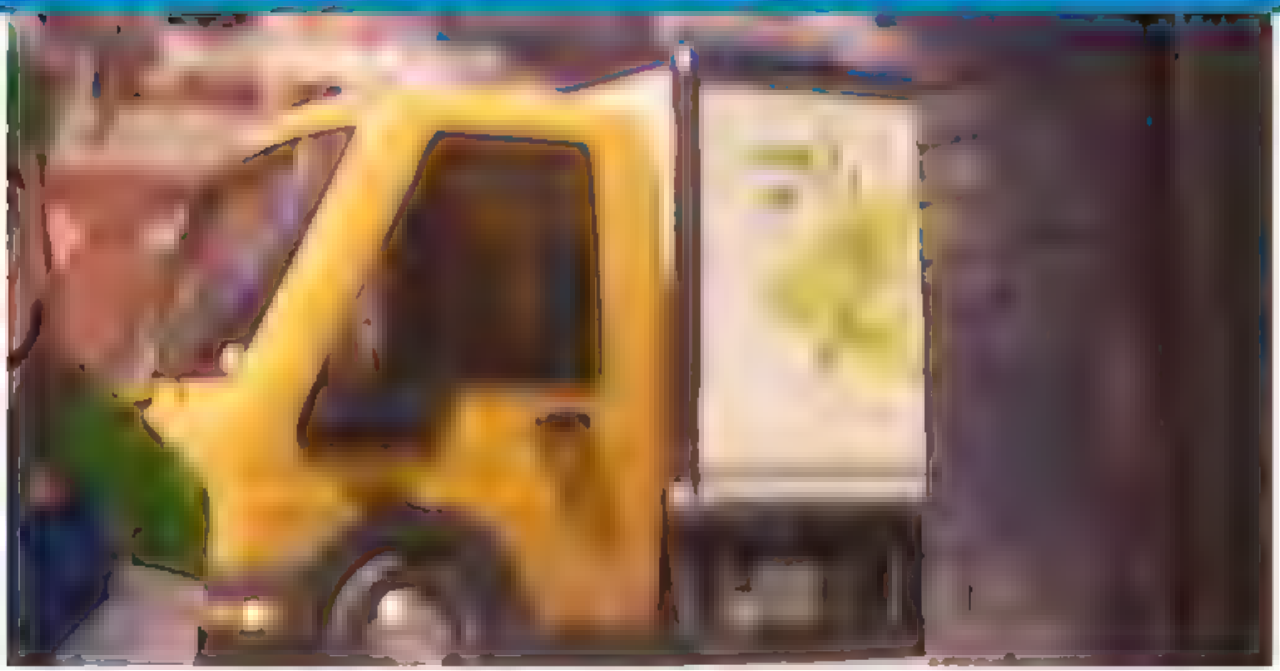
Ice Climber

Originally released for the Nintendo Entertainment System in 1985, this action game had you carefully ascending to the top of a mountain. Use a hammer to break the blocks above you and jump up to the next floor. Try not to fall...and watch out for the polar bear! He'll appear if you linger on the same floor for too long.

Bonus

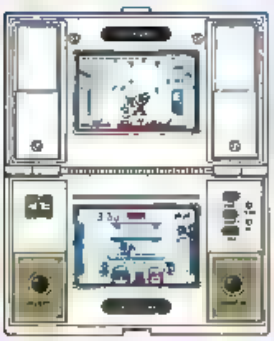
In Ice Climber, Player 1 controls Popo, who wears blue clothes, and Player 2 controls Nana, who wears pink clothes. This duo also appears in Super Smash Bros. Ultimate, among other games.

Watch the Truck



On the way to their first customer, Mario and Luigi pass a truck parked on the street. If you look closely, you'll spot a character from the Game & Watch game Oil Panic on the side of the truck!

Oil Panic

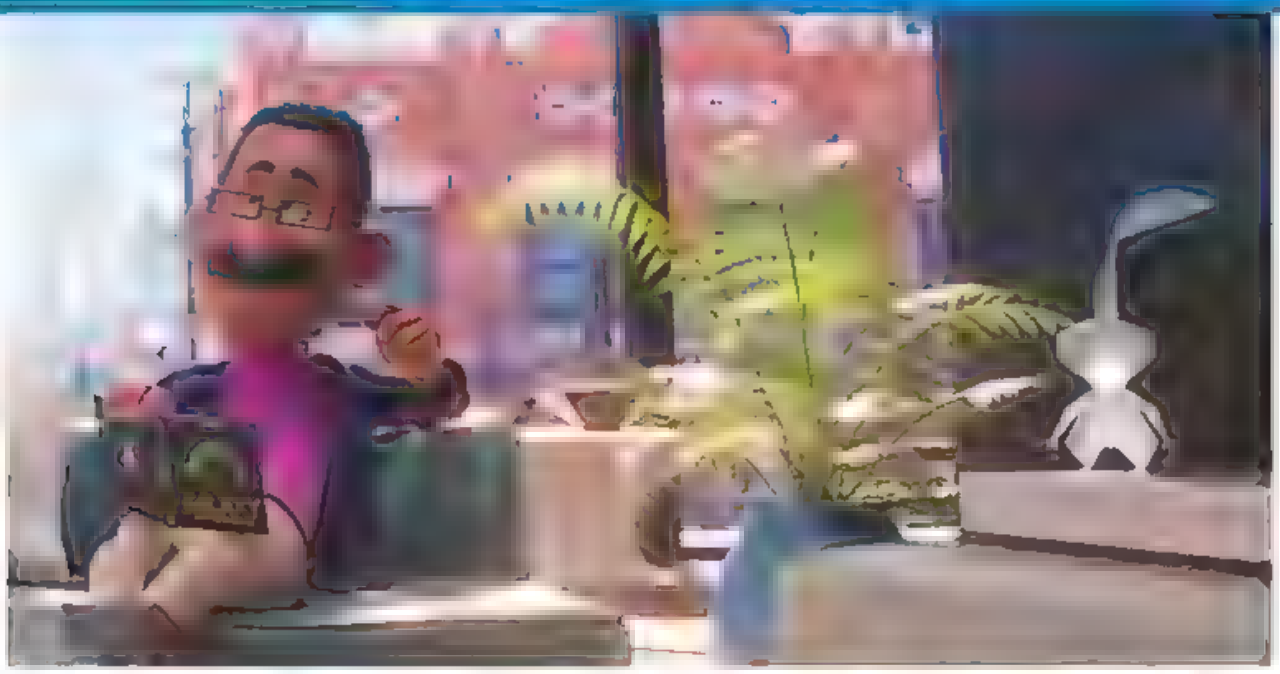


This Game & Watch game was first released in 1982. It's from the Multi Screen series, meaning you look at both the top and bottom screens to play. Catch the oil leaking from the pipe with a bucket in the top screen, then carefully time your movements to pass it to the figure on the bottom screen.

Bonus

There are over 50 kinds of Game & Watch games, including Oil Panic, Ball, Manhole, Parachute, Octopus, and more!

A Figure In The Living Room



During Mario and Luigi's bathroom brawl against Francis the dog, his owners are seen relaxing in their living room below. Their home is decorated with a beautiful sculpture in the right corner. Such a striking silhouette...with a leaf growing from its head... Say! Is that one of the creatures we call Pikmin?!

Pikmin

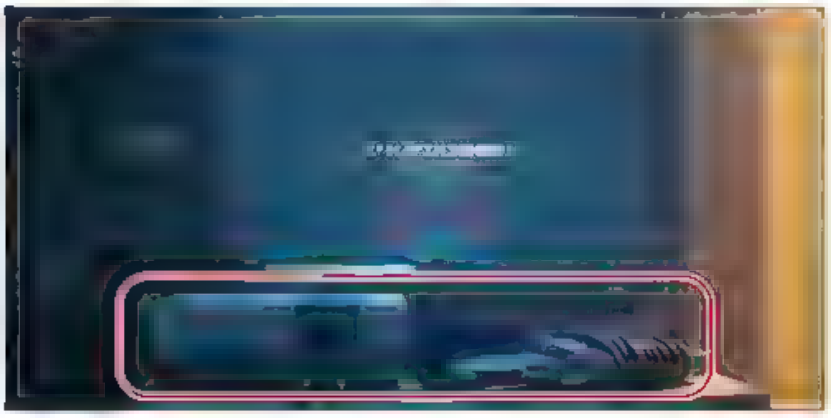
Pikmin exhibit both plant and animal characteristics. The leaves on their heads develop into buds, then into flowers to show their maturity. Nine types have been confirmed: Red, Blue, Yellow, Purple, White, Rock, Winged, Ice and Glow Pikmin. Each has its own trait. For example, Red Pikmin can resist fire, Blue Pikmin can swim, and Yellow Pikmin can resist electricity.

Bonus

At first glance, you might think that Pikmin just come in different colours, but they also have distinct physical features! Red Pikmin have noses, Blue Pikmin have gills that look like a mouth, and Yellow Pikmin have ears.

Mario's Game

When Mario is feeling low, he retreats to his bedroom to play a game called Kid Icarus. He even plays it on a Nintendo Entertainment System, which was the western version of the Family Computer (or Famicom) that was first released in Japan.



Kid Icarus and the NES

This title was first released in 1986 for the Japanese-only Famicom Disk System. Control Pit, captain of the guard for the goddess Palutena, as he fights to rescue her from imprisonment by the wicked Medusa. In the west, the game was released for the Nintendo Entertainment System on a cartridge instead of a disk.

Bonus

A sequel, Kid Icarus: Of Myths and Monsters, was first released for Game Boy in 1991. It wasn't officially released in Japan until 2012, for Virtual Console on Nintendo 3DS!

Hunting For A Restaurant

In the scene where Mario and Luigi descend into the underground sewers of Brooklyn, a restaurant named "Chasse au Canard" can be seen in the background. This name translates to "Duck Hunt" in English, and the restaurant's sign and window feature ducks from the game Duck Hunt!

Duck Hunt

This title was originally released in 1984 for Japan's Famicom system, then on the west's Nintendo Entertainment System for the first time in 1985. Eagle-eyed players must aim at flying ducks and clay pigeons using a special controller called the NES Zapper. A hunting dog will retrieve any ducks you hit, but if you miss, it will laugh at you instead!

Bonus

This game was especially popular in the United States since it was included with many Nintendo Entertainment System sets, and was also included on a single cartridge alongside Super Mario Bros.

A Plumber's Profile

While investigating the sewers of Brooklyn, Mario and Luigi accidentally tumble through a wall and into a mysterious space that's been abandoned for quite some time. Looks like their demolition career is ongoing after all... Hey, what's that shape they left behind? Is that an 8-bit Mario head?!

8-Bit Mario

The hole in the brick wall looks like Mario's head from his Nintendo Entertainment System debut. Due to technical limitations at the time, Mario's design had to fit within a 16×16 pixel grid. To improve the readability of his facial features, his mouth was covered by a moustache, and he gained a hat to hide the movement of his hair. Overalls were used to help portray his actions, since other clothes resulted in less clear poses.

Bonus

In the original Super Mario Bros. game, Mario's overalls are red and his shirt is brown, which differs from his more modern design. And check out Luigi, who wears a rare white and green outfit as his default look!

A Fight Near Balloons

When Mario returns to Brooklyn for a fight against Bowser, a large sign for a car wash can be spotted in the distance. See the figure in the corner? That's the player character from Balloon Fight floating over the bubbles!

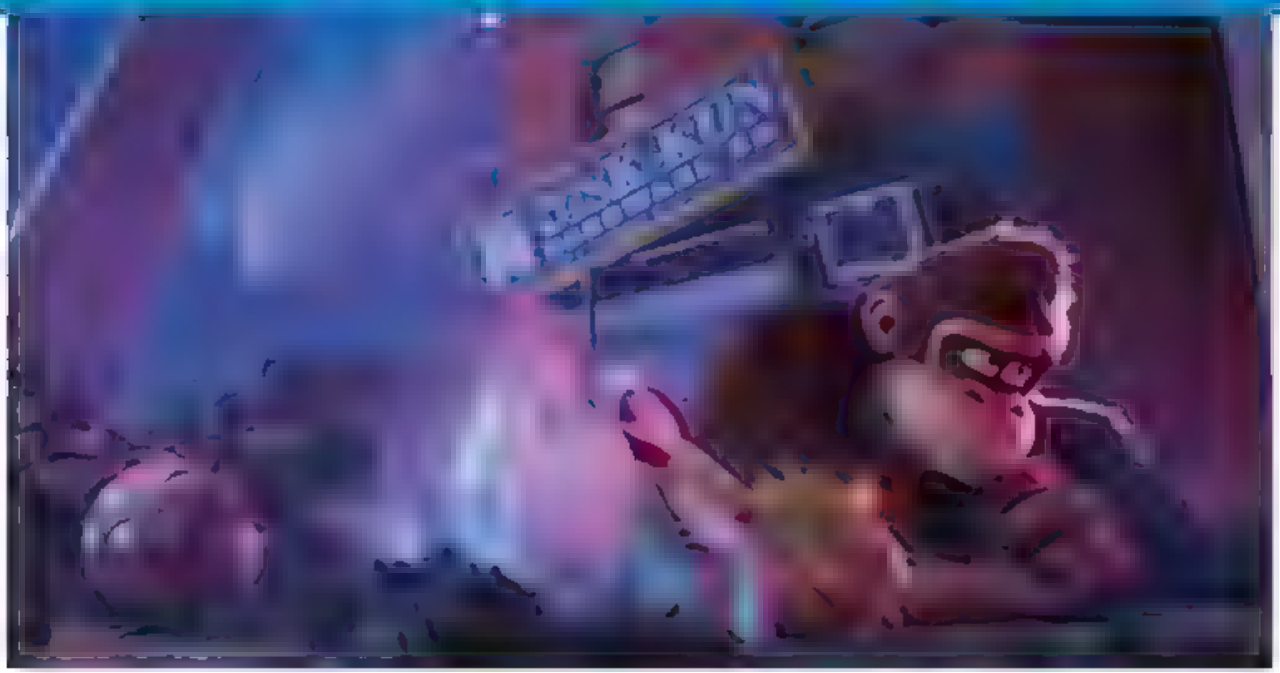
Balloon Fight

To win this action game, originally released for the Nintendo Entertainment System in 1986, you must float through the air while protecting your balloons...and defeat enemies by popping theirs! It features unique floaty controls with a real sense of momentum. There's also a two-player mode that's supposed to be co-operative, but things usually turn competitive before you know it.

Bonus

The arcade version of Balloon Fight released in Japan in 1984. Its controls would later influence the way Mario swims underwater in the first Super Mario Bros.!

The Local Electronics Store



During the final battle against Bowser's army, a sign for an electronics store in the background touts the name "DISK-KUN" and features a character based on the Famicom Disk System's Disk Cards.

Diskun

ファミリーコンピュータ
ディスクシステム

The Famicom Disk System was released in Japan in 1986 and featured magnetic disks called Disk Cards. You could write data onto both sides, A and B, and their capacity was larger than that of normal game cartridges around this time. The mascot character for these Disk Cards was a little yellow fellow named Diskun!

Bonus

At the time, toy stores in Japan had machines called "Disk Writers" that allowed you to write over a game you had finished playing with another game for the low cost of 500 yen!

Toad's Famous Line

When Mario and Toad arrive at Peach's Castle, the guards at the gate shoo them away, saying, "Our Princess is in another castle". Does that sound familiar? It's the same message that Toad delivers when he's rescued in the original Super Mario Bros.!

"Our Princess is in Another Castle!"

Mario battles Bowser in the last course of each world, such as 1-4 and 2-4, but they all turn out to be disguised enemies like Goombas and Koopa Troopas! That means Bowser isn't really there...and Princess Peach is still a long way away! You'll rescue Toad instead, who greets you with an apologetic, "Our Princess is in another castle".

Bonus

In Bowser battles, you can cut the bridge with the axe to defeat him, but you can also hit him with five fireballs instead. This tactic will also reveal the true form of the minion in disguise, confirming it was a Bowser stand-in all along!

A Crowd of Kongs

This is it! Bro against beast! Mario vs. Donkey Kong! It looks like the whole Kong family turned up to cheer on their hairy hero. Wait... Who's that cheering in the red cap? Why, it's Diddy Kong! And that long ponytail... Dixie Kong is here too!

Diddy Kong and Dixie Kong

Diddy Kong first appeared in the game Donkey Kong Country, released in 1994 for the Super Nintendo Entertainment System. Dixie Kong first appeared in its sequel, Donkey Kong Country 2: Diddy's Kong Quest, released in 1995. In that game, Diddy and Dixie teamed up to rescue a kidnapped Donkey Kong!

Bonus

Dixie Kong's ponytail isn't just a good look – she can also swing it around to attack enemies, and twirl it to glide over great distances.

Cranky Kong's Map

While discussing his strategy, Cranky Kong points toward a map on the wall that depicts important places like the Mushroom Kingdom. If it looks familiar, that's because it's designed to resemble the world map in Super Mario World!

World Map

Super Mario World was first released on the Super Nintendo Entertainment System in 1990. Players would control Mario and clear courses throughout areas like Yoshi's Island and Donut Plains.

Bonus

Super Mario World includes a hidden area called Star World that sits high in the sky and outside of the normal world map.

A Certain Sandy Kingdom

While travelling from the Mushroom Kingdom to the Jungle Kingdom, Mario, Princess Peach, and Toad pass through a red-hot desert. See that upside-down pyramid in the sky? We seem to be in Tostarena, a spot within the Sand Kingdom from Super Mario Odyssey!

Tostarena

This sandy spot comes from Super Mario Odyssey for Nintendo Switch. Surrounded by mysterious ruins in a vast and vibrant desert, this party town is bursting with colour. The local Tostarenans wear decorated skulls and colourful ponchos.

Bonus

Mayor Pauline, the mayor of New Donk City, also appears in Super Mario Odyssey. She's based on Lady from the original Donkey Kong arcade game!

Thanks For Playing!

So? How many of these secrets did you spot? How many did you already know?!

These are just a few of the many secrets that are hidden throughout The Super Mario Bros. Movie.

Look for even more secrets each time you watch the film, and share them with your family and friends!

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